

The GIGALEAK

July 24, 2020

It was very much worth the wait

Document created by Cosmo#9088, contact me if there are any problems or there is anything not on this list.
(lavacakes#9999 helped with the formatting and stuff)

DOWNLOAD LINKS



Original, slower Anonfiles links:
other.7z

<https://anonfiles.com/Bag7R5H6oa>
20100713cvs_backup.tar.7z
<https://anonfiles.com/Za4d07H6oc>
netcard.7z
<https://anonfiles.com/52acR3Haob>

Google Drive mirrors:

other.7z

(SHA256: E49A80C79265CAA31224223BF2D852C8FA69EF144939993C23070E833AE07E46)

https://drive.google.com/file/d/1Zuc8aDqyqd9WctTSr5L7R-A9_tlxhW9a/view?usp=drive_open
20100713cvs_backup.tar.7z

(SHA256: 6C5BF8CDBD4773261416FBBE603A62F05F241709D69397F4101100E1C4FA86E6)

https://drive.google.com/file/d/1QUu7ZvF7obMrk71CVY16p5Z5PwzGlqrq/view?usp=drive_open
netcard.7z

(SHA256: 0B042752602678ECCD8A617DD1818B01EBA860E03226C6EB97ED31CE6C195E13)

https://drive.google.com/file/d/1wi0s6iUEIC5qcT8WtgTNzE8kJZDzVX3m/view?usp=drive_open

Bypass the GDrive traffic limit: <https://gdbypass.host/>

MediaFire mirrors:

<https://www.mediafire.com/file/wojppsiljeou606/other.7z/file>

https://www.mediafire.com/file/xddazptty68u3r0/20100713cvs_backup.tar.7z/file

Other stuff:

SNES Mario Kart Prototype with Fixed Header

(the header did not specify BSP-1 originally so it crashed when you entered a race)

https://cdn.discordapp.com/attachments/386594185387442187/736248554502357002/mkart_fix.sfc

Final Pokemon Diamond and Pearl US + JP source code (checked out from the repo)

https://drive.google.com/file/d/1FFAQoSxJXGXdUc9zIs0eetoW7jyuj1Y/view?usp=drive_open

CGB/AGB Bootrom Source Code (extracted from Subversion repo)

https://anonfiles.com/j2F7U2H5o6/cgb_bootrom_trunk.zip

https://anonfiles.com/l4F6U3Hbo1/agb_bootrom_trunk.zip

source: <https://boards.4channel.org/vp/thread/44305551#p44307569>

How to extract builds of Pokemon Diamond and Pearl from the repo leak

1. Download CVS (just the standalone CVS, <https://ftp.gnu.org/non-gnu/cvs/binary/stable/x86-woe/cvs-1-11-22.zip>)
2. Once you have CVS, run this command:

For dates before March 10, 2006:

```
cvs -d (path to the repo) checkout -D (date that you want, any format works)
pokemon_dp
```

For dates after March 10, 2006:

```
cvs -d (path to the repo) checkout -D (date that you want, any format works)
pm_dp_ose
```

Notable Dates

August 16, 2006 - The game was completed on this date.

2006-2007 - American localisation.

Mid-to-late 2007: European localisation.

2008: Korean localisation.

File sizes

other.7z - 2136999233 unpacked

20100713cvs_backup.tar - 587202560 packed, 5757440000 unpacked

netcard.7z - idk yet

Contents of the leak:

Full development repository for Ensata official DS emulator (2003-2008)

\20100713cvs_backup.tar\ensata\

Full development repository for Pokemon Diamond and Pearl (2005/6-2008)

\20100713cvs_backup.tar\pokemon\pm_dp_ose\

Full development repository for Pokemon Diamond and Pearl, ending in March of 2006

\20100713cvs_backup.tar\pokemon\pokemon_dp\

Full personal development repository by a Diamond and Pearl dev (2006?-2008)

\20100713cvs_backup.tar\pokemon\yama_work\

Full development repository for a Korean font conversion tool for Pokemon Diamond and Pearl. (2007-2008)

\20100713cvs_backup.tar\pokemon\yama_work\

Full development repository for NetCard (cancelled GBA peripheral) (~2004)

\netcard.7z

iQue GBA stuff

Full development repository for Game Boy Advance BIOS

\other.7z\agb_bootrom.zip\agb_bootrom

Full development repository for Game Boy Color Boot ROM

\other.7z\agb_bootrom.zip\cgb_bootrom

Full master ROM database (America and Japan, NOT Europe) for Famicom and NES (May 1994) including the ROMs (and I mean everything - there's even Nintendo World Championships 1990 and shit like that)

`\other.7z\NES`

`\other.7z\HVC`

Master ROM of Super Mario RPG

Source code to Star Fox

Source code to Star Fox 2 (1995)

Source code to Link's Awakening DX

Link's Awakening DX bug reports

Source code to Wild Trax / Stunt Race FX

Source code to Yoshi's Island

Source code to Mario Kart

Source code to F-Zero

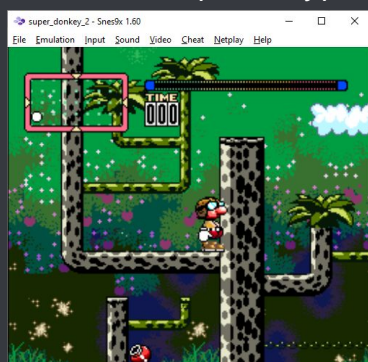
Source code to TLOZ A Link to the Past

TLOZ A Link to the Past dev stuff & bug reports

Source code to Super Mario All-Stars (including Mario World?)

Source code to the Wii VC Game Boy Emulator

Some weird prototype game ("super_donkey", from early 1993 - Yoshi's Island style)



Super Mario Kart prototypes

Full development repository for a tool to upload titles to the Wii Shop Channel

"WallPaperPasswordMaker" source code

Random test program source code

Seven early 1990s tape backups (1991-1995)

Several Super Mario World 2 Yoshi's Island prototypes - "Super Mario Bros 5: Yoshi's Island"

eTicket signing keys for an unknown system

Private and public keys for "various arcade manufacturers"

Game Boy Advance and Iris (early 2003-era DS prototype with 1 screen) board documentation

Tons and tons of CAD documents in general relating to Nintendo products

Wii private keys?

ES/FS source code (IOS) (also a p2p/voice chat lib, for voice chat in the Wii)

P2p lib:

`/netcard.7z/gba/depot-offline/sw/common/sdks/p2p`

IOS Arm Toolchain patches:

`netcard/gba/depot-offline/sw/devroot/tools`

Hamtaro Ham-Hams Unite! debug build

`other\CGB\B86_ハム太郎 2\Master\USA\ham2usa_020807`

SuperFX Test Program (1991)

Star Fox 2 prototypes (5 - extremely early, including January 24, 1995 and June 21, 1995)

Sleep (prototype)

Some SNES master ROMs

Super Ghouls and Ghosts prototype

Prototype assets for Zelda 2 SNES tech demo(???)

Prototype assets for Mario Kart

Prototype assets for Star Fox 2
Prototype assets for SimCity
Prototype assets for TLoZ: ALTP
Zelda II GBA tech demo
Zelda II GBA tech demo source code
Generation 3 PokeMMO pitch from BroadOn
Parts of DS source code
GBA schematics and FPGA verilog files (also Iris?)
SEX.CGX
Pokemon DP planning documents (located within the dev's personal stuff)
Super Castlevania IV prototype with different music
Tennis demo game
Super Mario World development assets
\\other.7z\\NEWS\\テーパーリストア\\NEWS_11\\NEWS_11.tar.\\hino\\z-mario-4\\
Yoshi's Cookie development assets
\\other.7z\\NEWS\\テーパーリストア\\NEWS_11\\NEWS_11.tar.\\hino\\z-mario-cookie\\
BS Zelda Satellaview development assets
Unidentified development assets ("road_hunting", 1995)
"Sleeper" development assets
Original Mario64 metal cap texture
Internal Nintendo emails
Conversion tools for SNES OBJ files

...and so much more...

```
[MAIL]
ID 113
TO Colin
FROM bbs/ALISTAIR
NEXT 114
PREV 112
SUBJ      Re: File of CRAP
BODY  \nX-mailer:      Pegasus Mail v3.1 (R1a)\n
\nDobber>>\nDobber>Wow, some justification for distributing porn
arround the \nDobber>office.  WELL FUCKING SAD.\n\nWell, maybe
you misunderstood me.  I don't condone porn.  I \nwas merely
saying that how can someone kick up such a fuss over what \nis
little more than what you would see in a daily paper.\n\nIf you
have noticed at all you will see that not all of Argonauts
\nfemale members of staff have objected offically about the
ware.  \nThey dismiss it as simply not worth bothering about.\n
\nNext you will be harassing Lewis to censor Argonaut's Internet
Mail \nfeed because you can get (should you want it) explicit
details on...\nPedophilia,Bestiality,Torture,Drugs,Suicide
methode,Bomb making \n      details etc etc form the
newsgroups, either directly or indirectly...\n\n\nEqual rights
for fat ugly wimin' is what I say.\n\n\nAlistair.\n\n\n
TIME 766925042
NUM 0
FLAGS END
END
```

"Wow, some justification for distributing porn around the office."

Argonaut internal email, 1994

Path:

other/SFC/ソースデータ/StarFox2/BRIEF/BACKUP/HOSTDATA.DAT

what the fuck is this